- FIG.1 FIG.2 FIG.5
- 10 CHANNEL SIMULATOR
- 11 RADIO CIRCUIT
- 12 ANALOG BB PROCESSING
- 5 14 SHIFT REGISTER
  - 15 SELECTOR (CORRESPONDING TO THE NUMBER OF PATHS)
  - 19 ANALOG BB PROCESSING
  - 20 RADIO CIRCUIT
  - 30 CONTROL APPARATUS
- 10 40 DEVELOPMENT APPARATUS (TRANSMISSION SYSTEM)
  - 41 DIGITAL BB PROCESSING
  - 42 ANALOG BB PROCESSING
  - 43 RADIO CIRCUIT
  - 50 DEVELOPMENT APPARATUS (RECEPTION SYSTEM)
- 15 51 DIGITAL BB PROCESSING
  - 52 ANALOG BB PROCESSING
  - 53 RADIO CIRCUIT
  - 60 DATA GENERATOR
  - 70 ERROR RATE MEASUREMENT INSTRUMENT

20

FIG.2

- 100 CHANNEL SIMULATOR
- 110 CONTROL APPARATUS
- 25 FIG.3

INSTANTANEOUS VARIATION

123 PHASE VARIATION

FIG. 4(A)

NOISE

FIG.5

- 5 200 CHANNEL SIMULATOR
  - 201 TRANSMISSION ANALOG ADJUSTMENT
  - 202 RECEPTION ANALOG ADJUSTMENT

FIG.6

- 10 201 TRANSMISSION ANALOG ADJUSTING SECTION
  - 211 DC OFFSET ADDITION
  - 212 FREQUENCY OFFSET · PHASE OFFSET ADDITION

(COMPLEX MULTIPLICATION)

- 213 DELAY ADJUSTMENT
- 15 214 PSEUDO PA
  - 215 PHASE INCREMENT CALCULATION

GAIN

OFFSET

INITIAL PHASE (INITIAL OFFSET)

20 FREQUENCY OFFSET

AMOUNT OF DETERIORATION IN ORTHOGONALITY (DEGREE)

ADJUSTMENT DELAY

LEVEL CALCULATION

TIME CONSTANT

25 LEVEL PRIOR TO AMPLIFICATION

BACKOFF

FIG.7

- 230 ENVELOP AMPLITUDE CALCULATION
- 231 AVERAGING
- 232 DISTORTION COMPUTATION
- 5 233 SATURATION LEVEL COMPUTATION

FIG.8

- 202 RECEPTION ANALOG ADJUSTING SECTION
- 251 FREQUENCY OFFSET · PHASE OFFSET ADDITION
- 10 (COMPLEX MULTIPLICATION)
  - 252 PHASE INCREMENT CALCULATION
  - 262 DC OFFSET
  - 263 DELAY ADJUSTMENT

INITIAL PHASE (INITIAL OFFSET)

15 FREQUENCY OFFSET

AMOUNT OF DETERIORATION IN ORTHOGONALITY (DEGREE)

GAIN

OFFSET

ADJUSTMENT DELAY

20

FIG.9 FIG.10

108 304 AGC

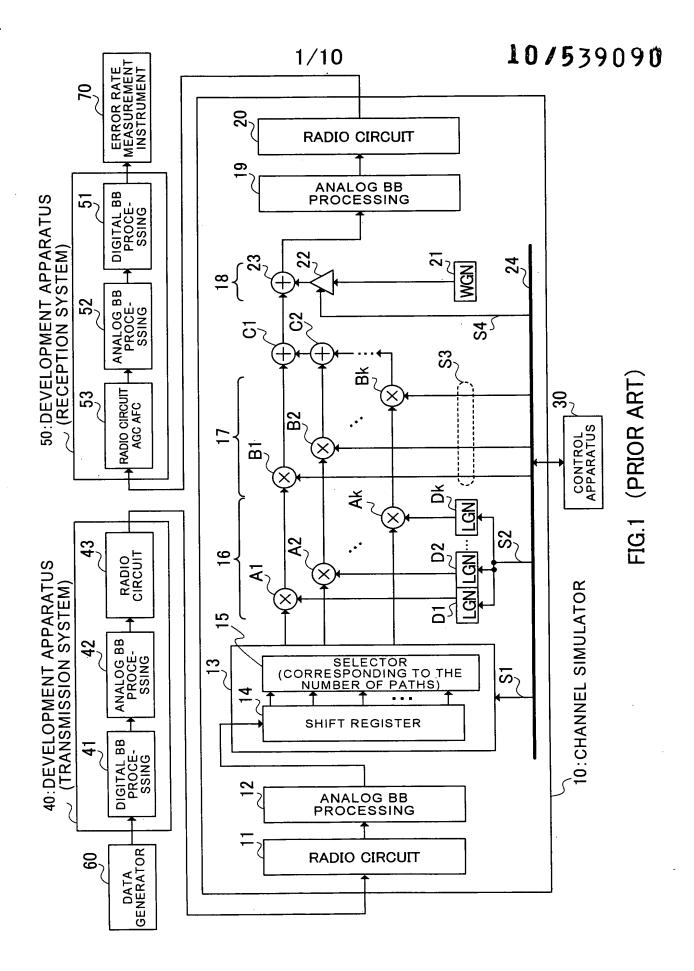
INPUT SIGNAL

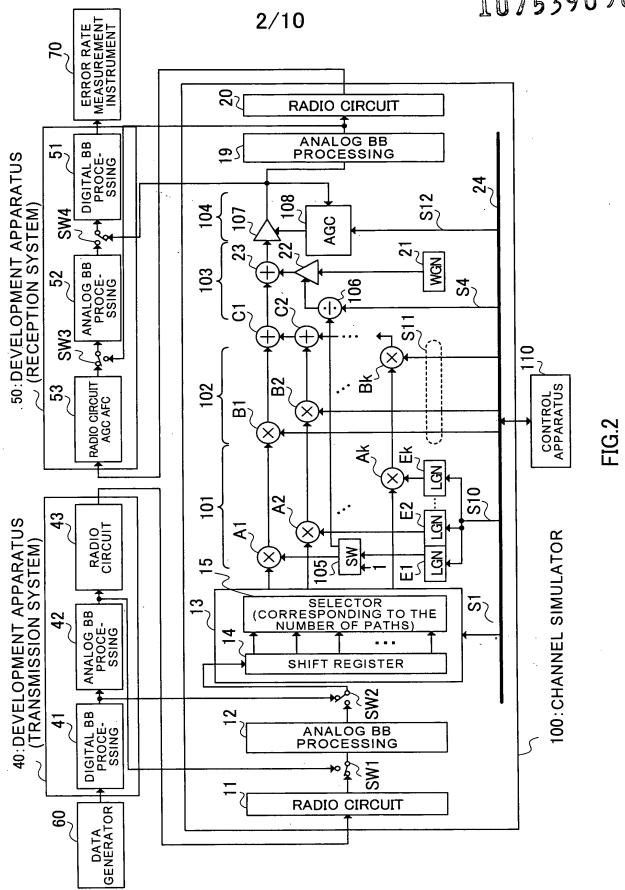
FADING VARIATION

25 NOISE LEVEL

NOISE

TARGET LEVEL





3/10

## <u>E1</u> (E2~Ek)

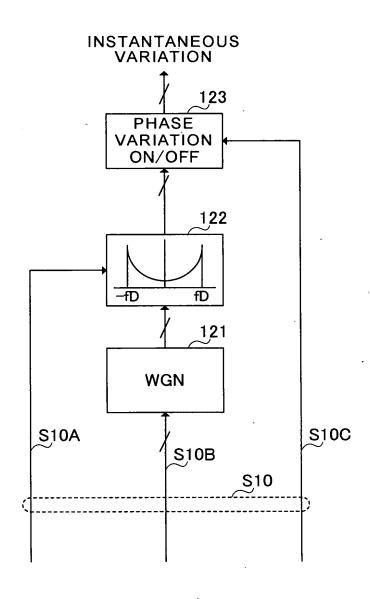
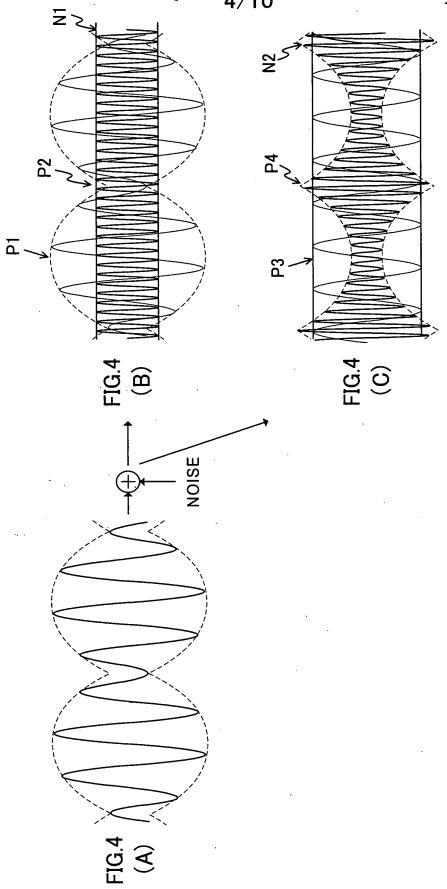
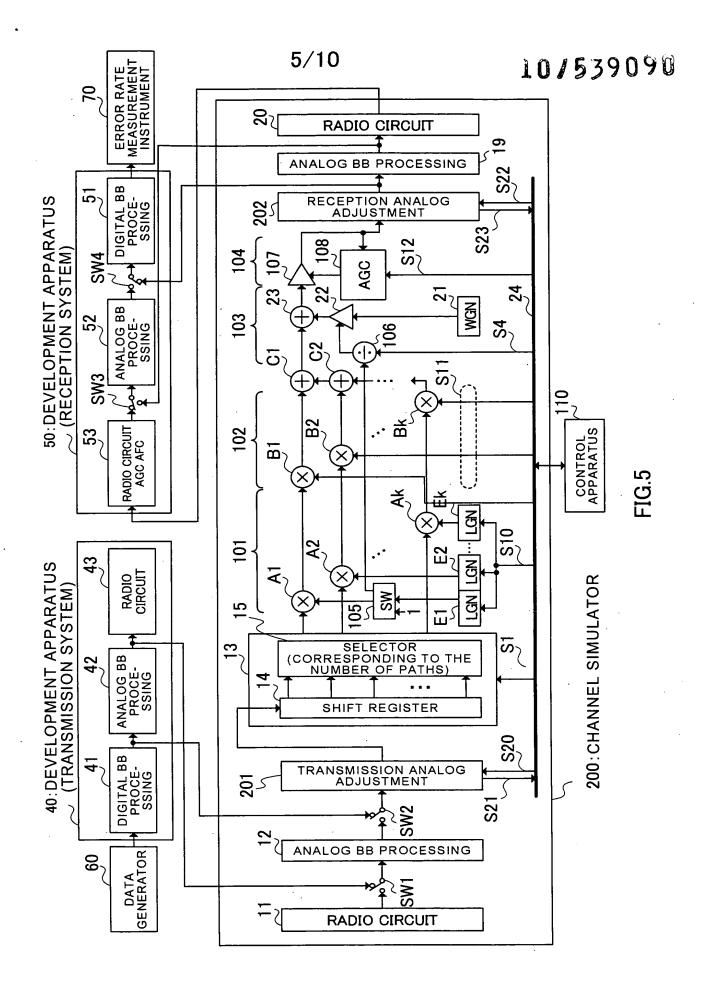
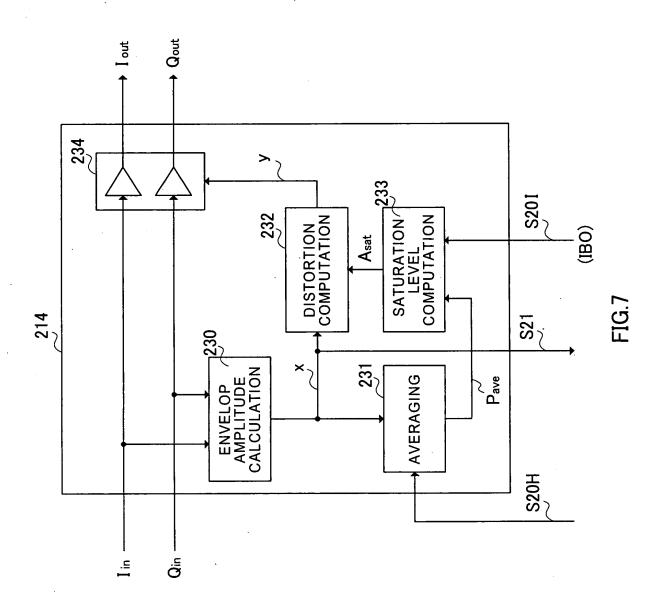


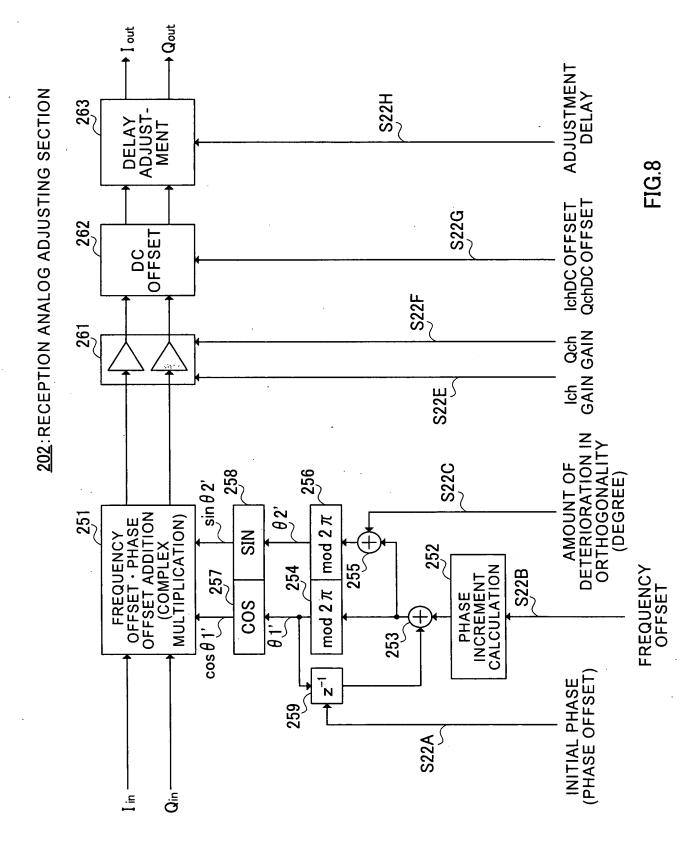
FIG.3











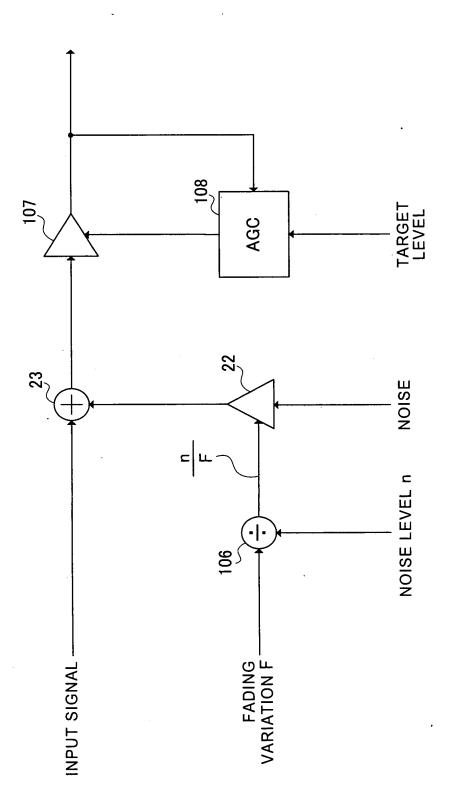


FIG.9

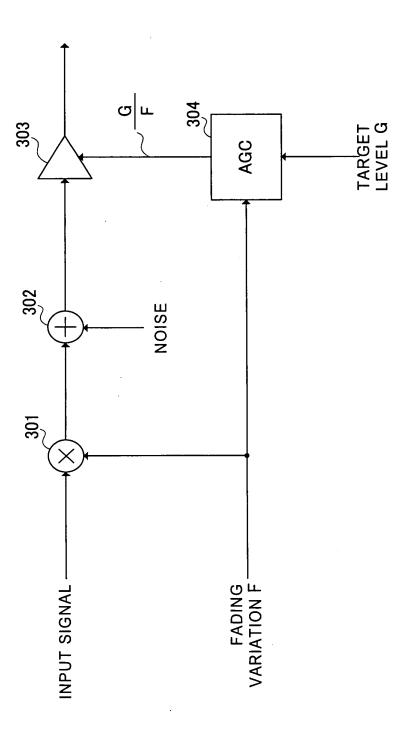


FIG.10